CURSOR™
Programs for PET™ Computers

"Machines are in the saddle

and ride upon Mankind."

Henry David Thoreau

A CURSORY GLANCE

We are calling CURSOR #5 our "November/December" issue. We got hopelessly behind in our production schedule, so we decided that a two-month issue was the only rational way to play "catch-up". Of course, you will still receive a full 12 issues of Cursor, but the last issue of Volume One will be July rather than June of 1978. Cursor #6 will be out sometime in January (and that is the only New Year's resolution I've made...)

INFLATION

Beginning February 1, 1979 our Subscription rate for 12 issues will become $33/year in North America, and $48/year for Air Mail subscriptions elsewhere. Even with this increase, Cursor remains the best value by far in the Pet software marketplace. (About fifty cents a program!)

The new subscription price represents a more realistic evaluation of our costs. Fortunately, we control our own tape duplication, and have been able to keep those costs down to a minimum. However, our cost of doing business has continued to increase, and our introductory price of $24/year was based on very tentative estimates of what it would cost to produce a monthly cassette magazine for the Pet.

CURSOR #5 HAS THESE PROGRAMS:

COVER   We present a "naked" Pet keyboard! When you press a key, (or a combination of keys), it won't perform its normal function! Instead, a pattern will appear on the matrix displayed on the screen. When you want to see the Table of Contents for this issue, press the "Space" key.

SHOOT   You shoot a gun at a falling target. Not as easy as it looks!

BSHIP   A super game of Battleship. You vs. Captain Pet.

FACE   Become a police artist! You (and your faithful computer) can draw almost any sort of face.

HMAN   The word game "Hangman" (without those ugly gallows...)

UPDATE ON THE OSBORNE BASIC PROGRAMS

I blew it! I advertised something that I did not have in hand, but expected to receive before orders arrived. As any of you know th~~ ~~ailed an order for the book and cassette tape of SOME COMMON BASIC PROGRAMS, I have alrea~~ ~~ *** ~~ ~~ned your checks with a note explaining what happened. Here is the current status: I ha~~ ~~ *** ~~ ~~ of the excellent book SOME COMMON BASIC PROGRAMS, but the cassette tapes will not h~~ ~~ *SOLD OUT* ~~ ~~ co me until the first week of February. The good people at Osborne have had some diff~~ ~~ *** ~~ ~~ting reliable duplication of Pet tapes, which is something that is not uncommon in ~~ ~~ *** ~~ ~~ ad. If you'd like to go ahead and get the Osborne book, please send $8.95 (California:$ ~~ ~~ ., and we will pay shipping in North America. The tape will be available later at $10.9~, but please wait until we announce its availablity before sending an order.

If you are looking for useful programs for the Pet, this book is the best source that we have found. Unlike certain rather expensive "ripoff" books that are simply listings of poorly documented programs, this volume has excellent explanations of each routine. There are about 80 programs in all, with many statistical applications, as well as business and math programs.

CURSOR REVIEWS: THE BASIC HANDBOOK by David A. Lien

This book is organized in a way I can understand: it is alphabetical by Basic keyword. Each of about 250 keywords (such as GOSUB, IF, PRINT) is covered in a page or so of text, with a short test program that gives an example of how the keyword is used.

The HANDBOOK will be very helpful when you are trying to convert a program written in a different version of Basic to the excellent Microsoft Basic that Pet uses.

For $14.95 you can add a valuable 353 page reference book to your library. Available from: Compusoft Publishing, Box 19669, San Diego, CA 92119 (ISBN #0-932760-00-7).

"The world needs a new instruction set like it needs a new species of mosquito..."

Chuck Hastings   The Best of the Computer Faires, III   p. 302

MORE ABOUT THE PROGRAMS

HANOI... This puzzle is a classic excercise in logic. There is a pile of disks which you must restack at a different spot. There are only two rules: you can only move the top disk at any given turn, and a larger disk may not be placed on top of a smaller one. You can choose to work with a pile that has anywhere from two to seven disks. After you are done, the program will report the minimum number of moves that was possible. (I think you will agree that the animation effects in this program are superb!) Author: Glen Fisher

SHOOT...This little game is quite simple: you try to fire a gun at a falling target. You select your skill level on a scale from 1 to 5. If you are an ace fighter pilot, you may be able to get 9 out of 10.   Author: Gary Bainbridge, Saskatoon, Saskatchewan, Canada

BSHIP... A great battleship game for you! The program is so long that there wasn't enough space for our usual program instructions, so you will need these Notes while you are learning the game.

After you enter your name, you set up the positions of your ships. The location you enter is a two-digit number. The first digit is the row (beginning with row 0), and the second digit is the column (again, begins with zero). Next, enter the direction that you want the ship placed. These are relative to the "5" key on your keypad. For example, the direction "8" is "up", the direction "4" is "left", etc. If you enter anything incorrectly, the line is erased and the location and direction are asked for again.
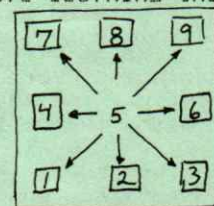
If you realize that you've mistyped the location after you hit Return, just press RETURN when asked for a direction, and then you will be asked again.

When all your ships are placed, the screen will be erased and two boards and some rows of asterisks will be drawn. The boards record the shots that you (and Captain Pet) fire at each other. There are four rows of asterisks, one per ship, with one asterisk for each square in the ship. Whenever a hit is made, the asterisks will be replaced with the letter of the salvo that made the hit. To fire a shot, just type the row and column of the square that you want to shoot, entering the position just like you did when placing your ships. Initially, you have seven shots. If you lose your battleship, you lose three shots. The cruiser is worth two shots and the patrol and destroyer are one shot each.

After you have fired all your shots, the program will tell you how well you did by replacing the asterisks representing the ships with the letter of the shot that hit that ship. WARNING: to make things a little tough on you, the list of hits does NOT show the position on the ship that a given salvo hit. For example, with the battleship, you might have the following: AC*** The "A" hit and the "C" hit are not necessarily next to each other! (They could be at opposite ends of the ship...) When the PET puts shaded squares on the screen, it means that it has decided that it is impossible that any ship is at that location.

When all the ships of either player are sunk, the game is over. The Pet says who lost, and then shows everyones ships (in reverse video). To play again, erase the screen and type 'RUN'. Author: Howard Arrington, Moscow, Idaho

FACE... Police "composite portraits" have always fascinated me. You know, the victim goes through a book and selects eyes, nose, mouth etc with a police artist. Well, here is a computer version. (NOTE: This program has not been tested by any major crime labs.)

Face is an interesting program to change. The DATA statements that begin at line 20,010 describe the eyebrows. There are two numbers on each data statement. The first is the number of rows that the facial feature requires, and the second is the number of columns or print positions that it takes. If you come up with some new features, please drop me a note so that other readers can share your creative genuis!

HMAN... A very nice implementation of "Hangman", a word guessing game. The vocabulary is given in DATA statements that begin at line 30,000. It is easy to add your own words, and prehaps remove some of of the more obscure words that we have included for your enjoyment.

FIX FOR ZAP (CURSOR #2)

Mr. C. Glen Rissberger of Quickor Engineering in Beaverton, Oregon found a bug in ZAP. The problem only occurs when you play long enough to get very high scores. Please make the following four changes:

LINE:	SHOULD READ:
450	S=S+1: TC=TC+1: H=H+1
540	A(P) = A(H): H=H-1: GOTO 400
667	PRINT "HIGHEST POSSIBLE SCORE:"; TC*10
675	PRINT "YOU HIT";INT((SC/(TC*10))*100);"% OF THE TARGETS"

> "The best way to have a good idea is to have lots of ideas."
>
> Linus Pauling

We have corrected our master copy, and recent subscribers will already have the correct code. If you find what you think is a "bug" in any Cursor programs, let us know and we'll investigate and publish a correction if necessary.